TUNGSTEN DRAGONS

The dragon's head is dotted with many horns ranging from small to large. These horns continue down along the dragon's, lending it an almost insectile quality. Its piercing yellow eyes scan the dragon's surroundings with cold calculation. The dragon's scales are a dull, flat green, and its wings are massive relative to the rest of the dragon's body.

By Any Means Necessary. Tungsten dragons are relentless in their pursuit of the greater good. They believe that the ends almost always justify the means, and will not hesitate for even a moment if they believe they can take action to undermine the forces of evil. To them, no resource should be spared in order to destroy their enemies, and anyone who stands in the way of this methodology only serves to aid the allies of villainy. Despite this intense attitude towards evil, there are still lines which tungsten dragons will not cross. They will not engage in activities certain to cause suffering for innocent creatures, and they won't stoop to making pacts or deals with evil entities. These two principals are held just as strongly as their desire to see those that would spread evil's influence burn within their molten breath.

Arrogant Titans. As high ranking members of the ferrous dragon hierarchy, tungsten dragons think very highly of themselves. They operate with an attitude of presumed superiority over most other creatures, believing themselves to be at the apex of understanding when it comes to what must be done in any given moment. The only true exception to their arrogance is when they interact with iron dragons.

Since iron dragons sit at the top of ferrous dragon kind, they show them reverence and respect akin to the relationship between a knight of highest calibre and their king. Very rarely, they may come to view other creatures as equals deserving of mutual respect, but these occurrences are exceptionally rare and are not taken lightly by the dragons.

Family Oriented. Unlike most other dragons, tungsten dragons mate for life. They remain with their chosen partner indefinitely and actively participate in child rearing until their wyrmlings have grown up into young dragons capable of fending for themselves. Once a tungsten dragon reaches maturity, they may choose to remain with their family, or go off to settle a lair and potentially start a family of their own, but even if they do choose to leave, their family will still welcome them home at any time should they choose to reunite for any reason. This community driven nature of tungsten dragons has allowed them to exist in some of the most unforgiving places the world has to offer. Those who know of their familial nature always think twice before taking action against a tungsten dragon, and those who don't seldom live to regret that choice.

A Tungsten Dragon's Lair.

A tungsten dragon prefers to make its home in deserts and arid plains. They enjoy basking in the heat of the sun at its peak, and bathing themselves in boiling hot sand when possible. This ritual keeps their scales smooth and removes any imperfections that might hinder them as they burrow through the ground. Their actual lairs are usually in rocky caves, though when no such locale is available they will settle for making a home deep underground.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Steel spikes shoot out from the surface of the ground, walls, and ceiling (where applicable) in order to skewer a single target. The target takes 14 (4d6) piercing damage, or half as much on a successful DC 15 Dexterity Saving Throw. A creature who fails this save is also pinned in place, reducing their movement speed to 0 until an action is used to free them.
- A nonmagical metal object within 60 feet of the dragon is magically altered, causing its makeup to magically fuse together. Tiny, green, metallic rods jut out from the object's surface and it becomes ten times heavier than it was before. If the object is a weapon, any creature with a strength score less than 21 who makes an attack with it has disadvantage. The weapon deals an additional 2d6 bludgeoning damage in addition to its normal damage roll. If the object is a piece of armor, a creature wearing with a strength score less than 21 it has its speed reduced by 10 feet and has disadvantage on Dexterity checks, however, the armor also grants an additional +2 to armor class on top of its normal bonuses. This change lasts for 24 hours, or until the dragon is slain.

- A 10-foot area within 30 feet of the dragon erupts into a fissure of molten lava. Any creature that starts its turn within this area takes 18 (4d8) fire damage. The lava lasts until initiative count 20 on the next round, at which point it cools and hardens into solid rock.

Regional Effects

The region containing a legendary tungsten dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Deposits of naturally occurring steel become abundant in any mountains or rocky areas within 2 miles of the dragon's lair.
- Sandstorms become extremely common within 6 miles of the dragon's lair, and a nearly constant sandstorm persists within the mile radius surrounding its home. The area within the sandstorm is considered lightly obscured and difficult terrain. Any creature within the sandstorm has their vision heavily obscure beyond 10 feet.
- The dragon is able to sense non-precious metals present within 25 miles of its lair. This allows it to find valuable deposits of metal deep underground, and enables the dragon to know the location of any creatures wearing armor made of such materials near its home.

If the dragon dies, all regional effects end immediately, however, any remaining steel deposits persist indefinitely.

Tungsten Dragon Wyrmling

Medium Dragon, Typically Lawful Good

Armour Class - 18 (natural armor)
Hit Points - 39 (6d8 + 12)
Speed - 30 ft., burrow 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19	10	15	13	13	14
+4	+0	+2	+1	+1	+2

Saving Throws DEX +2, CON +4, WIS +3, CHA +4
Skills Perception +3
Damage Immunities fire
Condition Immunities paralyzed, sleep

Senses blindsight 10 ft., metalsense 120 ft., darkvision 120 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP)

Proficiency Bonus +2

Actions

Bite.
Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.
Hit: 9 (1d10 + 4) piercing damage.

Breath Weapon (Recharge 5-6).
The dragon exhales a blast of superheated molten sand in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 9 (2d8) bludgeoning damage and 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

Sand Cloud (1/Day).
The dragon exhales a cloud of fine sand in a 15-foot radius centred on itself. The cloud of sand snuffs out all non-magical flames in the area and any creature that is concentrating on a spell that starts its turn within the sand cloud must succeed on a DC 10 Concentration Check or lose concentration. The area within the cloud is lightly obscured. The cloud lasts for 10 minutes before the sand settles to the ground.

Young Tungsten Dragon

Large Dragon, Typically Lawful Good

Armour Class - 19 (natural armor)
Hit Points - 152 (16d10 + 64)
Speed - 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23	10	19	14	13	18
+6	+0	+4	+2	+1	+4

Saving Throws DEX +4, CON +8, WIS +5, CHA +8
Skills History +6, Perception +6
Damage Immunities fire
Condition Immunities paralyzed, sleep
Senses blindsight 30 ft., metalsense 120 ft., darkvision 180 ft., passive Perception 16
Languages Common, Draconic

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Actions

Multiattack.
The dragon makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +10 to hit, reach 10 ft., one creature.
Hit: 17 (2d10 + 6) piercing damage.

Claw.
Melee Weapon Attack: +10 to hit, reach 5 ft., one creature.
Hit: 13 (2d6 + 6) slashing damage.

Breath Weapon (Recharge 5-6).
The dragon exhales a blast of superheated molten sand in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 27 (6d8) bludgeoning damage and 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

Immolation (1/Day).
One target within 30 feet of the dragon bursts into flames, taking 44 (8d10) fire damage, or half as much on a successful DC 17 Dexterity Saving Throw. On a failed save the target also catches fire, taking 5 (1d10) fire damage at the start of each of their turns until someone takes an action to douse the fire.

Sand Cloud (1/Day).
The dragon exhales a cloud of fine sand in a 20-foot radius centred on itself. The cloud of sand snuffs out all non-magical flames in the area and any creature that is concentrating on a spell that starts its turn within the sand cloud must succeed on a DC 12 Concentration Check or lose concentration. The area within the cloud is lightly obscured. The cloud lasts for 10 minutes before the sand settles to the ground.

Adult Tungsten Dragon

Huge Dragon, Typically Lawful Good

Armour Class - 20 (natural armor)
Hit Points - 225 (18d12 + 108)
Speed - 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27	10	23	17	15	20
+8	+0	+6	+3	+2	+5

Saving Throws DEX +5, CON +11, WIS +7, CHA +10
Skills History +6, Perception +5
Damage Immunities fire
Condition Immunities paralyzed, sleep
Senses blindsight 60 ft., metalsense 120 ft., darkvision 180 ft., passive Perception 14
Languages Common, Draconic
Challenge 16 (15,000 XP)

Proficiency Bonus +5

Traits

Legendary Resistance (3/Day).
If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +13 to hit, reach 10 ft., one creature.
Hit: 19 (2d10 + 8) piercing damage.

Claw.
Melee Weapon Attack: +13 to hit, reach 5 ft., one creature.
Hit: 15 (2d6 + 8) slashing damage.

Tail.
Melee Weapon Attack: +13 to hit, reach 15 ft., one target.
Hit: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6).
The dragon exhales a blast of superheated molten sand in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 31 (7d8) bludgeoning

damage and 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

Immolation (1/Day).
Two targets within 30 feet of the dragon burst into flames, taking 55 (10d10) fire damage, or half as much on a successful DC 20 Dexterity Saving Throw. On a failed save the target also catches fire, taking 11 (2d10) fire damage at the start of each of their turns until someone takes an action to douse the fire.

Sand Cloud (1/Day).
The dragon exhales a cloud of fine sand in a 30-foot radius centred on itself. The cloud of sand snuffs out all non-magical flames in the area and any creature that is concentrating on a spell that starts its turn within the sand cloud must succeed on a DC 14 Concentration Check or lose concentration. The area within the cloud is lightly obscured. The cloud lasts for 30 minutes before the sand settles to the ground.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Tungsten Dragon

Gargantuan Dragon, Typically Lawful Good

Armour Class - 23 (natural armor)
Hit Points - 462 (25d20 + 200)
Speed - 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30	10	27	19	17	21

+10	+0	+8	+4	+3	+5

Saving Throws DEX +7, CON +19, WIS +10, CHA +12
Skills History +11, Perception +9
Damage Immunities fire
Condition Immunities paralyzed, sleep
Senses blindsight 60 ft., metalsense 240 ft., darkvision 240 ft., passive Perception 19
Languages Common, Draconic
Challenge 23 (50,000 XP)

Proficiency Bonus +7

Traits

Legendary Resistance (3/Day).
If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and Gtwo with its claws.

Bite.
Melee Weapon Attack: +17 to hit, reach 15 ft., one creature.
Hit: 21 (2d10 + 10) piercing damage.

Claw.
Melee Weapon Attack: +17 to hit, reach 10 ft., one creature.
Hit: 21 (2d10 + 10) slashing damage.

Tail.
Melee Weapon Attack: +17 to hit, reach 20 ft., one target.
Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6).
The dragon exhales a blast of superheated molten sand in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 36 (8d8) bludgeoning damage and 36 (8d8) fire damage on a failed save, or half as much damage on a successful one.

Immolation (1/Day).

All creatures within 60 feet of the dragon burst into flames, taking 66 (12d10) fire damage, or half as much on a successful DC 24 Dexterity Saving Throw. On a failed save the target also catches fire, taking 11 (2d10) fire damage at the start of each of their turns until someone takes an action to douse the fire.

Sand Cloud (1/Day).
The dragon exhales a cloud of fine sand in a 60-foot radius centred on itself. The cloud of sand snuffs out all non-magical flames in the area and any creature that is concentrating on a spell that starts its turn within the sand cloud must succeed on a DC 15 Concentration Check or lose concentration. The area within the cloud is heavily obscured. The cloud lasts for 1 hour before the sand settles to the ground.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.